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The cover is an adaptation of puzzle #10 which is reprinted plain inside this double-size celebration issue.

There are limited quantities of Impassable back issues. Issues #2-9 are available (not #5) at .20¢ each. Issues #1 and Special Editions #1 and #2 are available at .10 each or all three as a package for .15¢. Special

Edition #3 is available at .15¢ each, and Impassable #10 is available at .50¢ each. Subscription rate is 6 issues for \$1. Game Fees are \$5.00. Openings are available in a game for experienced players (must have completed at least one game), and Scotice Scripti III, a variant, for which rules and map are available for .25¢ each. Standby positions are available, especially for the seventh novice game. Standbys only need to be currently getting Impassable.

--- QUOTES TO REMEMBER ---

For evil news rides post, while good news waits. --Milton

An abstract and brief chronicle of the times. Every editor of newspapers pays tribute to the Devil. --La Fontaine

## IMPASSABLE'S REPLACEMENT LIST

Game 1970BJ: 1. Howard Mahler, 2. Thomas Keller, 3. Arthur Schleinkofer, 4. Corbett Ray, 5. Joe Antosiak

Game 1972AZ: 1. Mark Richter, 2. James Fish, 3. Bill Abbott, 4. Harvey Lindauer, 5. Bruce Chin

Game 1972BG: 1. Mark Thomas, 2. Mark Weidmark, 3. Harvey Lindauer, 4. Thomas Keller, 5. Bill Abbott

Game 1972BW: 1. Mark Richter, 2. Howard Mahler, 3. James Fish, 4. Mark Weidmark, 5. David Johnson

Game 1972CD: 1. David Johnson, 2. Bill Abbott, 3. Harvey Lindauer, 4. Thomas Keller, 5. Mark Richter

Game 1972CJ: 1. Mark Richter, 2. Michael Gray, 3. Howard Mahler, 4. Doug Nelson, 5. William Schill

Game 1972CK: 1. Bruce Chin, 2. Doug Nelson, 3. Mark Richter, 4. William Schill, 5. Corbett Ray

6th Novice Game: 1. William Schill, 2. Arthur Schleinkofer, 3. James Massar, 4. Walter Blank, 5. John Hendry

7th Novice Game: Need five--preference will be given to those with lesser number of stand-by positions and/or lower positions in other games.

ATTENTION STAND-BYS, WE NEED YOU!

Game 1972CK: Will Bruce Chin please take over Austria for Waldron who is resigning? Will Doug Nelson also send in moves in the event that Chin forgets to take Austria?

Game 1972AZ: I called for non-existent orders for Germany, but since I haven't heard from Germany, will Mark Richter and James Fish please send in Spring '03 orders for Germany again?

Thanks goes to everyone for sending in their stand-by orders, but the regular players all came through.

WHERE ARE YOUR GAMES INSIDE?

Game 1970BJ and the 7th Novice Game, p. 16; Game 1972AZ and EG, p. 17; Game 1972BW and CD, p. 19; Game 1972CJ, p. 20; Game 1972CK, p. 21; and 6th Novice Game, p. 22.

Guest Articles: Love Thy Neighbor, by Douglas Beyerlein, p. 2; A Guide To The GM--Chapter 4 and Part 5, plus addition to CH 4, by Lenard Lakofka, pp.10 & 13. There is also a poll by Edi Birsan on p. 25. This issue is loaded with other material by myself. Enjoy!

LOVE THY NEIGHBOR  
by Douglas Beyerlein

I am happy to present, again, another excellent article by Doug. So, your favorite author is back, and you can thank yourselves for telling him you like his articles (In the recent Impassable Poll). Doug took some of his valuable time to write this new article--so you guys better read it!

To win a game of Diplomacy it is often very necessary to conquer an edge or corner of the game board. For countries like England and Turkey (and this is partially true for Russia and France) this is accomplished at the start of the game. However, for the other countries to gain such a valuable position this takes considerable effort. How to achieve such positions is the subject of this article.

Corner positions, such as England and Turkey, give those powers two advantages which none of the five other powers possess. The first is that they only have one front, which runs diagonally across the board, along which to fight. This means that they can never be caught in a two-front war. Secondly, their home supply centers are always behind a wall of units. Any interior country which moves in strength to one front always leaves the possibility of its other neighbors walking in from behind. Because of these advantages, England and Turkey will win or draw one game out of four, while Russia and France will win or draw one game out of five, and Italy, Austria, and Germany can only manage to win or draw one out of every seven games played. The task is then to find a way in which the interior powers (Italy, Austria, and Germany) and the edge powers (Russia and France) can gain the advantages of the corner powers (England and Turkey).

The way to accomplish this task is outwardly simple: kill England and Turkey as fast as possible. This is difficult, though not impossible, because of the strength the two corner powers derive from their two advantages mentioned above. For example, assuming that France, Germany, and Russia attack England, it will be either France or Russia (the edge powers) which will gain the advantages of the destroyed corner power. The interior power, Germany, will still be surrounded by new corner and edge powers. Thus, the task is doubly difficult for the interior powers. To illustrate these situations better, I have constructed the following chart. It explains who an interior or edge power should attack, the needed (cont. on page 24, col. 1)

**DIPLOMACY—GEOGRAPHY AND THE BALANCE OF POWER—PART ONE**  
by John Boyer

Each country in Diplomacy has to base its foreign policies upon its geographical characteristics. Also to be considered is the apparent balance of power in Diplomacy as governed by the geography of the board. Each country has a different diplomatic problem to overcome if it is to be allowed to win tactically. Tactically, each country is basically equal, and diplomatically, each country can rely on the skills of the player/diplomat to upset the inherent balance of power. However, geography is unchangeable and has a profound effect upon the entire game.

A player of a country has to formulate a foreign policy that includes the following important diplomatic and tactical points:

1. One must establish a stable alliance with at least one of his neighbors.
2. One must constantly consider the changing balance of power in order to be flexible diplomatically during the crucial changes of alliance structures.
3. Militarily, one must try to fight only one enemy at a time, and only on one front at a time.
4. Diplomatically, one can do almost anything that otherwise would be unthinkable tactically. However, diplomacy is the most risky part of the game.

Before we discuss each of the above four points, we will now study the inherent balance of power at the start of the game, and in which geography influences the balance of power during the game. Just how much does geography influence the game? A very revealing analysis can be obtained by studying the statistics of which country wins the game. Rod Walker has compiled the statistics from 232 completed postal games of Diplomacy. We can take these statistics and work out the percentages for each country on each level of success: first, draw for first, second, third, fourth, fifth, sixth, seventh, and the rate of survival. Actually, I have compiled the percentages for each level of success and above, that is, for third and above, for second and above, for draws and above, etc. These percentages follow and are based upon the statistics of 232 completed postal games as compiled by Rod Walker.

	<u>1st</u>	<u>draw</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>surv.</u>
Turkey	14.2	25.4	40.0	58.2	68.1	63.7
England	14.2	23.2	40.5	56.5	67.7	62.5
France	11.6	19.6	33.6	53.0	65.5	64.2
Russia	18.8	22.0	33.2	46.5	58.7	55.6
Italy	7.8	14.2	25.8	44.5	60.4	56.5
Germany	6.8	13.8	25.0	34.8	52.6	49.6
Austria	11.2	14.2	21.3	28.0	41.0	38.6

These figures represent the percentage of its final finish. An example is that England is involved in either a tie for first (draw), or has undisputed first in 23.2% of all 232 completed postal games. An unusual quirk of the figures has Austria first in 11.2% of the games—an otherwise weak country. The theory of this has been developed by Edi Birsan, and which I will cover later in this article.

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**THE METAMORPHOSIS OF THE DIPLOMACY FAN**

This is meant to be more of an entertaining article than an informative one. We will cover the subject matter as "stages" of development from an initiate to the full-fledged Diplomacy fan/nut. This article represents my views and I am hoping to hear what others have to say—particularly on their experience as an initiate.

The First Stage—When you first bought the game, you already have been involved with board games, and you are a type of person willing to fight in a mental battle with other minds. Perhaps you started with chess, or you started with cards, but now you have become intrigued with the diplomatic aspect of the game you just bought. Little did you realize that there was a large, developed postal operation of the game in this country—and in the world. Most will overlook that pink sheet of paper, some will even throw it away. But many will eventually turn to it when they either can't find enough people locally to play a full-seven man game, or can't fulfill their desire to play the game more often. In any case, you may perhaps have trembled when writing your first letter. You may have thought about what kinds of people were involved, or whether it would be worth it in the first place. Then you received your first reply. Maybe you got your reply quickly, or maybe it came slow; maybe it included a sample copy of a dippyzine and a long interesting letter, or maybe just a short letter saying how much money you need (cont. second col. on next page)

You will notice the geography of the winners—that the middle three fare the poorest while the outer four fare best. This is no accident as countries in the middle have always suffered from being the crossroads of budding empires. Take Poland as a case in actual history. Russia, on the other hand, has as much of a "corner position" in the real world as any other country ever had. England is also a "corner power" in real history. Using the map-board of the game, we have to live with the fact that the world in the game is flat and has edges over which no one can go. Thus, we find that England and Turkey have strong corner positions while France and Russia are located on the edge of the board. We can explain every apparent and statistically proven trend in the balance of power of this game through geography. Why does Russia often wins big, but does poorer as a survivor? It is located between two other super powers, and corner powers at that. Obviously, if Russia has been able to defeat them, it would win big, and if it didn't it would get squeezed by the two corner powers. France doesn't have a corner position, but it has only one super power for a neighbor. France isn't the best winner, but it is the best survivor. Turkey does well because it only faces one super power and has a corner position. According to the statistics, Turkey would seem to be the best overall country edging England in most all departments. The three middle powers obviously suffer from being in the middle. Of the three, Italy does the best, obviously, because it has a partial edge position and directly faces only one super power with a strong defensive border. Austria has a quirk in that it can win a lot of games, but lose miserably in the others. Thus, Austria is the middle country equivalent of Russia of the outside four. The mystery of its big success and big failures has been theoretically solved by Edi Birsan in that Austrian success is tied in with a strong Russian alliance. This can be explained very simply with geographical reasons, also. Russia poses the greatest threat to Austria simply because of the combination of super power status and a long common border. By an alliance, Austria eliminates its greatest weakness and only has to worry about Italy while easily holding off Turkey with help from Russia. Being allied with Turkey does not have the advantages of a Russian alliance, and Austria would not only have to

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to send in order to enter a game. Therefore, your first reactions were strongly influenced by your first reply. If you were fortunate to get a nice long friendly letter and a free sample, you were then happy enough to send the money and then tremble for the first report on your game. If all you got was a figure for entering a game, you may have felt a little uneasy as to the reliability of the gamesmaster/publisher. Probably you wrote again to him, or maybe you wrote to others and waited to hear from them. Maybe you even get letters from people who were not listed on the pink sheet. What were you to think of those? In general, the more you got in a reply, the more you were willing to part with your money. Even then you may have suffered from finding that you made a poor choice for your gamesmaster/publisher. In any case, you were now in your first game. Hooray! You finally get a notice that your game was ready to start, and you got the names and addresses of 6 other people—names you never heard of, and located all over the country. Indeed, the game was not for the shy and the meek!

Briefly I have covered some of the many possible feelings one beginner could have had in starting his new hobby. From the very first contacts, you gradually built up your circle of postal acquaintances to where you now had many postal friends, and even some enemies. But overall, you liked the postal aspect of the game. You really liked that "press release" part of the game, and you sat down and enthusiastically tried your hand at writing short stories. Maybe you became appalled by these press releases and decided the game wasn't your bag. In that case, you either dropped out or just finished the game to never be heard from again. It is these people and those who abhor board games that don't understand the psych of postal Diplomacy. It is nothing to be ashamed of as we comprise all ages and are generally upper middle class people who are basically decent people easy to get along with. Perhaps you found that you didn't have the time, nor didn't have the patience to play postally. The first games decided whether that person would continue or stop. This is the first stage of involvement: to be a player, or not to be a player.

The Second Stage—Breaking down the growing involvement in the hobby into different stages now becomes difficult when people often jump several stages, or go into new

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contend with Russia, but also with Italy in all probability. A two-front war is bad for Austria. Poor Germany is in the middle of everybody's expansion programs. She has to worry about three super powers. In order to survive and perhaps to win, Germany would have to arrange alliances with two of her neighboring super powers. If she doesn't, she will likely have at least two strong countries breathing down her neck. Some people say that Germany becomes a target because she can many times grab three centers in the first year. Not so, Germany's many failures stem completely from her geographically inferior position. What about Italy? Italy has the best chances for survival of the inner three, but she doesn't win any more often than the other two. Thus, it is obvious that Italy plays the role as a fulcrum between the east and the west, and as a "safe" ally to have for a super power. Italy can help France, Russia, or Turkey (and even England) without having any of them hit Italy in retaliation for quite a period of time. Italy can become the deciding factor for either an eastern alliance or a western alliance. Breaking the board into two camps, we probably would be safe in saying that the most successful alliances are England-France and Russia-Turkey. Thus, we have a confrontation between the east and the west. Italy can then play each other off for survival, but rarely to win. Last, but not the least, we come to England. England occupies a rare position of not only a corner position, but also an isolation by sea. The latter will protect England, although it also slows down English expansion. With both of these two attributes, England more than offset her position between France and Russia. Considering her three neighbors, her weakest ally, believe it or not, would be Russia as it probably would drive both France and Germany against England. An alliance with Germany can work, but having a central power as an ally makes it tough for a super power to fight two super powers.

Of course, diplomacy can upset these apparent trends in alliances and successes, but in the long run, diplomacy doesn't change a thing. If you noticed that the percentages for survival were consistently lower than the percentages for finishing 4th or higher, please note that statistically only 3.9 countries survive a game. This is the reason for the apparent anomaly. Our next set of figures are the percentages of each country's finish based upon its survival rate. If a

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directions. However, the second stage is merely that brief stage when the postal player decides which way to go. That is, whether he becomes a tactical player or a press release writer; whether he plays a few games, or many games; whether he develops a goal of being a gamesmaster/publisher, or to be a prime moving force in the hobby as an association officer. Some are content to just play games, others want, to lack a better word, the power that goes with publishing your own verbiage and running your own games. This stage defines the limits of your involvement with the game and its postal aspects.

The Third Stage—The least of the ambitious goals one can establish in the second stage is to become a good player and well known for his abilities. This is also perhaps the slowest way to make yourself known, for it takes two-three years to finish a game, and the polls that are taken are influenced strongly by this time lag. Another goal that is not less time-consuming, but more expensive, is to be a gamesmaster/publisher. The person with this goal in mind must have the capital to purchase his own means for duplicating a zinc, or he must have access to a machine to duplicate copies. He has to keep records, like to type, to lick stamps, to write, to make out poorly written orders from the players, to correct his own errors quickly, and to answer a mountain of mail. This person can decide, however, to do it on a small scale, or on a much larger scale. The controlling personal characteristics involved is the person's ego and his desire to control the destinies of other players (or to provide a humane service, heh, heh), or to be able to reach a captive audience with his ideas and articles. The dippyzinc is based upon the need for a gamesmaster's publication of the game's reports, but it can easily be extended to include other material that is non-game in content. Some of the gamesmaster/publishers like to draw pictures, to write up dirty jokes, to tell stories, to test his readers with puzzles and then laugh at their failures, to make up polls and determine the freakish psychological aspects of his players, or to write political articles in a vain attempt to convince others of his own philosophy. There are many more directions which a publisher can take—some even stay with Diplomacy articles, or just report the games.

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country survives, what are it's chances for success? Some countries are better as survivors than as winners, others will win if only given the chance to survive.

	1st draw	2nd	3rd
Turkey	22.3	39.9	62.8
England	22.8	37.2	64.8
Russia	33.4	39.5	59.5
France	18.1	30.8	52.4
Italy	13.7	25.1	45.8
Austria	29.0	36.9	55.3
Germany	13.9	27.8	50.5
			73.0
			70.4

By taking the success rate based on survival, we have many interesting changes among the countries. But first, note that 4th place was left out as all countries got over 100% which is logical considering 3.9 countries (or 4 for practical purposes) survive in an average game (statistically). Four is perhaps a significant number--does it mean that we have two survivors from each sphere of the game, that is, east and west? Probably, although northern and southern alliances will occur.

That country which gains the most upon survival is Austria. Austria almost becomes a super power if it survives, but not quite. Notice that Austrian strength falls off fast when we look at the lower levels of success. This is significant because it probably means that if Austria survives, it will most likely play a subordinate role in an alliance. Also, the winning capacity of Russia shows up more strongly, but we also can see a waning of Russian power as we compare Russia with the other super powers on the lower levels. Note that Austria, in this table based upon the survival rates, does better than Italy on 2nd place on up. Poor Germany does not gain anything--it does poorly both in winning and in surviving. Perhaps this can be a lesson for the super powers to perhaps make use of Germany in a supporting role--which Germany probably does do when it survives.

By comparing the two tables we find that countries such as the outer four have greater chances for survival than the inner three, but that France is particularly strong as a survivor. We find that, overall, England and Turkey have the best combination of winning and survival abilities. This results from these two countries having not only a corner position, but also being on the edge of the map. Russia is a super power, but its greatest weakness is that it is located between two other super powers. Thus, Russia is a strong winner, but weaker as a survivor. If you think you're good as a diplomat, you could probably do best to win as Russia. However, if you're not a diplomat, stay away from

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The common characteristic evident is that the more vocal a publisher is, or the more he likes to write, the more non-game material he will be willing to put into his dippyzine. Of course, many will justify this by claiming an obvious broader need of the players-readers for intellectual articles. This may be true, but the publisher still decides in which direction these intellectual articles take. In that sense, then, one can see the various personal characteristics of the gamesmaster/publisher that goes into his own gamezines. If the publisher can't type or doesn't care, it will show up as sloppy. If the publisher likes puzzles, he will put puzzles into his zine. If the publisher thinks he's an expert on political affairs, he will put in articles on politics. This in itself makes for an interesting variety of dippyzines from which the players can make a choice that suits them. Remember, however, that as some people have rightly put it, having your own dippyzine is an "ego trip."

The Final Stage--This is when the person has reached his limit of involvement. The limit depends upon several factors: 1)time, 2) money, 3)personal devotion, and 4)ability (intelligence, creativity, organization, etc.). All factors are equally important for players while the gamesmaster/publisher should have more of each factor. When broken down into factors such as these, it may seem elementary, but the discussion which remains to be covered is that of the "psych" of the Diplomacy hobbyist.

Why Diplomacy? There is a certain imaginative character in all of us that either allows us to like and enjoy the game, or creates a need to fulfill by playing games. This could also be a result of wanting to pit mind against mind, but as I have also pointed out before, Diplomacy has that extra character of diplomatic negotiations with the other players to which postal Diplomacy adds another facet for creativity in press releases. All of this makes Diplomacy a unique game with its combination as a "wargame" and its features for diplomatic negotiations. This is perhaps a bit redundant, but the fact remains that it is a unique game, and as such, attracts a unique type of board game player.

The question now posed is why this unique attraction of the game appeals only to males? Is it because the females have been socially bred to reject wargames? Is it because they lack the particular intelligence and stamina and creativity of an abstract manner? Look at it this way: How many of the most famous

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Germany and Austria. Neither of the two countries survive very well. If you're a good diplomat, you may be able to make use of Austria's peculiar ability to win with a Russian alliance. If you want to be a non-descript player with fair survival chances and don't really care to win (maybe you'd rather write press releases), you could do well with Italy as she probably doesn't require too much attention to play.

Well, this is the first part of a series of articles which will later cover each country's foreign policies based upon these geographical revelations. Now, I will give you the statistics that Rod Walker has so painstakingly compiled from 232 completed postal games of Diplomacy (these figures first appeared in his Erehwon, #71, July 13, 1972).

Country	W	D	2	3	4	5	6	7	E	S
England	33	21	40	37	26	31	32	12	87	145
Turkey	33	26	34	42	23	21	34	19	84	148
France	27	19	32	45	29	37	30	13	83	149
Russia	43	8	26	31	28	30	26	40	103	129
Italy	18	15	27	43	37	42	31	19	101	131
Germany	16	16	26	23	41	39	39	32	117	115
Austria	26	7	16	16	30	30	37	70	143	89

The letters: W (wins), D (draws), E (eliminations), S (survivals). The next issue will use these figures plus taking a closer look at other geographical quirks and facts of the gameboard to determine what each country should try to do. Until then, good luck with Germany!

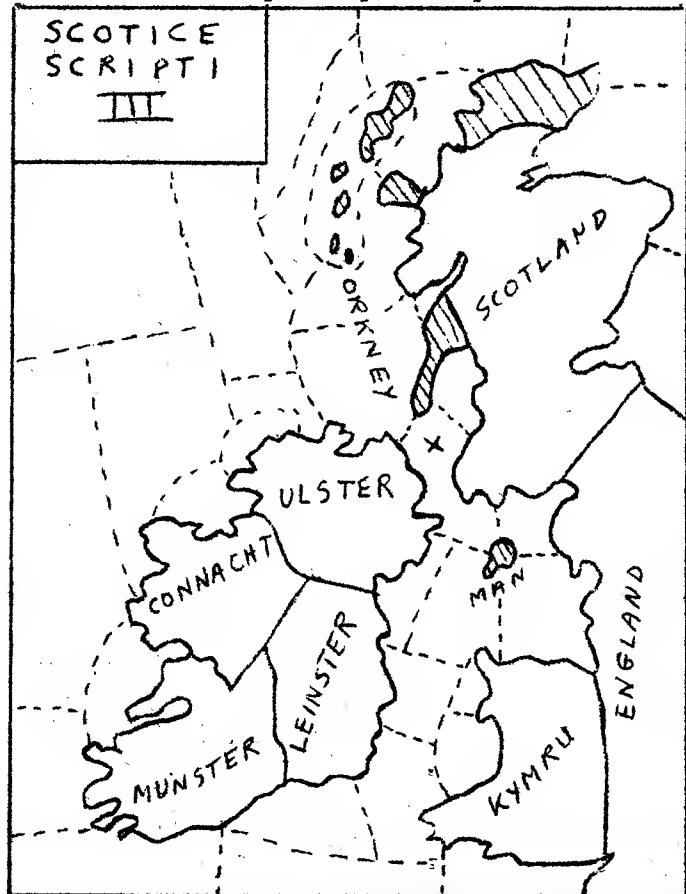
#### SCOTICE SCRIPTI III STRATEGY

With a lot of people buying the rules & map for the variant, Scotice Scripti III, I thought that it would be both interesting and informative to present a brief article covering the basic strategy of the game. Along the way, I will discuss the various decisions I made concerning the problems of making the new version more playable and giving the game a better balance of power.

To the right, I have drawn a small map that is representative of the actual map used in the game. The game map is four pages in size, and includes many more details than those I have included in the map to the right. There are eight countries that start the game with each having three units. Heavy lines represent national boundaries, however, the country of Orkney is a special case of lying all over the map. For convenience, I have drawn stripes for Orkney territories which also includes the island of Man as well as (cont. first col. next page)

people in history have been women? Very few, and most famous women have been in areas of entertainment and in other feminine careers. No famous woman biologist, no famous surgeon, no famous woman general... Ah! There you are! War does not concern women to the degree that it interests men. Perhaps it's really beyond our control whether we like Diplomacy, or not. If we have been socialized to find an interest in war only because men have been the ones to fight wars, then we have been brought up by society to have a general interest which lends itself to enjoying physical combat, mental combat--combat, period. There you are, gentlemen, now you know why women don't participate in wargames or in Diplomacy. It is against their socially bred nature. After I have deduced the reason, the issue now seems quite academic. If you want more females in this game, you're going to have to change a few things--either among our women, or the game itself. Better yet, we can wait for the Women's Liberation Movement to take notice of our male-dominated hobby, heh, heh. May I close, however, with this famous quote by Mr. Swift on war: "That mad game the world so loves to play." Peace.

Scotice Scripti map with partial info.



the islands of Hebrides in the north.

The eight countries are divided into two geographical groups separated by the sea area between Ireland and the British Isles. Thus, strategy is strongly dictated by this abstract separation by water. Part of the problem in trying to make the game more playable was to allow nations from each group to have a chance to interfere with the politics of the other group of countries. However, there was no easy solution to the case of Connacht on the western shores of Ireland.

The other problem was the balance of power between each nation and between the two groups as a whole. Earlier versions of the game did not allow the Irish nations to build fleets. (Andy Phillips has designed a new version allowing the Irish nations and Scotland, and Kymru along with Orkney to build "bunchaboats" while England was to be the only nation to be able to build fleets.) Other versions allowed all non-Irish nations to build fleets, but only allowed the Irish the ability to capture fleets. This situation is supposed to be historical, true, and I never heard of any Irish fleets, but the balance of power is poor. I am currently a replacement player in control of Orkney in another version. In the game, England has become the dominant power. The problem for the other nations was that Irish nations could not build fleets and get off Ireland while England dominated the seas. I as Orkney represented the only other power with the ability to build fleets. Guess who England was attacking? Right, me so that he could then concentrate his power on the land based Irish nations (who, by the way were still divided among themselves and ripe for a traitor) without having to worry about anybody behind him.

In essence, then, the problem was that any of the four nations which could build fleets had an advantage over the Irish nations. So, I went against history and gave them the right to build fleets.

That solved one problem, but I still had problems of balancing the power in each of the two groups of countries. It seemed, for example, that Scotland was weak in the east. So, I change the provinces a little bit and added a neutral center. This, I think, solved the problem quite neatly. The other problem was the distances between the two groups--and the ability to interfere in the politics of the other group of nations. I didn't want the game to deteriorate into a race between the winners of each power group to mop up their area and then launch an attack on the other group. I accentuated the distance by adding more sea provinces to allow more play

with the inevitable increase in the number of fleets built during the game. Indeed, when I playtested my version at Buddy Tretick's house this past month, I found that with everyone being able to build fleets that the geography of the game encouraged developing large fleets. Thus, there were more fleets built than armies in the game. I thought this would happen when I allowed everyone to build fleets, and that's why I added sea provinces, but this increased the distances over which one had to launch invasions. I solved this problem by allowing A/Fs to be built along with having regular fleets and regular convoys. In brief, A/Fs are composed of an army being carried "piggy-back" by a fleet. Thus, with only one fleet, you could travel a long distance over water in order to invade the other power group. This necessitated more rules to govern the A/Fs and their double-unit power in certain circumstances, but I think that including them will help the game play better. Actually, I don't envision too many A/Fs being built, as short convoys are easily possible from certain points of land in each group of nations. Only Connacht would have trouble in convoying armies in the regular manner.

One more bit on strategy. In the map I drew, you will notice a sea province marked with an "x" (sea province boundaries are broken lines). This is one of the crucial sea provinces which is accessible to many countries, and important to many nations. Also, the Island of Man should be an interesting case of changing hands. The important avenues of invasions lies between Ulster, Leinster, and Scotland, England, and Kymru. Orkney, in addition, having so many fleets to start with (3), can invade Ireland from the north. Overall, I think I have a version that is playable as well as enjoyable. Also, there is that historical flavor characteristic of the times of the early part of the 11th century, thus influencing the press releases in a most charming way. Map and Rules for Scoticie Scripti III are available for only .25¢.

#### QUOTES ON FAME

If a man do not erect in this age his own tomb ere he dies, he shall live no longer in monument than the bell rings, and the widow weeps. --Shakespeare

And what is fame, that flutt'ring noisy sound,  
But the cold lie of universal vogue? --Smith

## MORE PLAYERS' BIOGRAPHIES

Blank, Walter--My name is Walter Maximillian Blank (nickname "Zero" naturally). I'm a senior at University of Wisconsin, Eau Claire majoring in Math & History in Education. I'm a member of Alpha Kappa Lambda fraternity & enjoy chess, wargaming & about every sport known (jack of all trades, master of none). I am very interested in playing Diplomacy by mail & intrigued by the added tool of propaganda offered in postal games.

Conner, William--Age 34, engineer, married & raising a family. I enjoy living, working, reading, mental development and competition.

Grove, Eric--I am 12 years old and interested in diplomacy games. I am also interested in other wargames, ping pong, tennis, and golf.

Hilliker, Chic--Born 7/29/49, I am a senior at Indiana University in Political Science. Hope to go to law school, then politics. Am involved very heavily in local politics. Besides games and politics, I am a sports car nut.

Keller, Thomas--I was once 33 and things have gone downhill ever since. I spend my working hours "feather-bedding" on one of our nation's railroads, but would like to become a gentleman farmer (read loafer). My hobbies include mumbling to myself and serious cloud-watching. My formal education ended when I started grade school. I am currently running for the office of Secretary for the International Association of Aardvark Breeders.

Schill II, William--Birth: June 29, 1957 in Los Angeles, California. Occupation: none. Grade point: 3.50. Hobbies: wargaming and skiing. Politics: Liberal, with a mixture of laissez-faire and a little of the old nationalism. This is my first postal-Diplomacy game--all I ask is mercy. Thank you and good luck.

Strickland III, Fred--I am 27 years old. I occupy my time playing and teaching bridge, and going to law school. I graduate next June. My other interests are reading, self-hypnosis, board games, sex, tennis, spectator sports, and recently handwriting analysis. ((Watch out when you write him letters!--Ed.))

Tonnesen, Mark--I was born May 22, 1948 in Malone, New York as an army brat. I saw most of the U.S.A. and some of Europe. I graduated from Virginia Commonwealth University in June 1970 with a marketing major and teaching minor. I also was a Who's Who in American colleges and University, 1970 issue. I now work as a commissioned salesman. Like a number of dippy players, I am an egoist. I try and control it. I am married, have one child and am buying my home.

Verheiden, Jr., Eric--Born 10/1/53 in Salem, Oregon. Currently undergraduate at Portland State University, Portland, Oregon, entering junior year, majoring in mathematics.

Hobbies: Diplomacy, chess, WWII, reading (mainly SF and Horror), recreational mathematics (number theory). Member: TDA, IDA. Current Diplomacy activities: playing in 4 regular Diplomacy games, 1 variant, 1 section Origins of WWII, will attend DipCon V, and will have article in upcoming Wazir #4 (TDA). ((Eric wrote this in July before the DipCon, and Wazir #4 has just come out which includes his article, "Convoys aren't a Puzzlement".

Waldron, Darrell--Well, right now my birthday is February 16, and I am 18 years old. I am working at a sawmill carrying lumber. I subscribe to the S&T magazine, and I have many war games. I like to play chess. I have just completed my senior year at High school, and I hope to go to college in the fall. I like to be outside and I like to walk in the woods when there aren't no mosquitos. I read a lot. Most any kind of book I can get a hold of. Sounds kind of monotonous with all the I's doesn't it?

White, Lowell--I was born on July 1, 1951. I am a senior at the University of Michigan in Ann Arbor, and am majoring in History. I have been into Avalon Hill wargames for quite some time and last year I discovered Strategy & Tactics which I enjoy very much. I seem to be waist deep in hobbies including building plastic tanks and planes, classical music, astronomy, and I am an almost fanatical Star Trek fan. I haven't been able to scrape up enough players to play Diplomacy face to face properly, but I look forward to playing it by mail.

Wiskow, Douglas--I am 27 and work as a marketing representative for Safeco Ins. Co. I have a B.A. in Sociology. My interests include photography, all sports, games of all sorts, camping and fishing. I've been playing Diplomacy on and off for about a year, and am not taking up postal Diplomacy after failing to arouse the interest of enough of my friends to have an adequate pool of players locally.

Wrobel, Stan--This is my first postal game this week. I am an average player with some experience in postal play, but not enough. I am an experienced diplomat and a superb military tactician, and an outstanding individual and a fine fellow--and I lie a lot. ((Note, this guy is famous for his Polish humor, and has been most Polish in his incompetent answers to my poll and questions. However, he doesn't surprise me anymore because Poles will be poles.--Ed.))

(Have I missed anybody?)

A GUIDE TO THE GM--CH 4  
by Len Lakofka

This is the single most important chapter in this series, it is in the area of rulings (on other than the '71 Rulebook) that most GM's get in over their head. I immediately want to raise a nasty word, one that must be raised--CHEATING. We all abhor it, we all dislike it, but players may do it. They may bend a good-natured GM in such a way as to compromise him and to gain unfair advantage. When you rule, you should assume the person may be giving you a line of B.S.! Let's delve into this.....

I. You cannot be lax with your deadline!!

If a player says the magazine did not arrive, or he did send orders in, you say "TOUGH"! You won't make friends this way, but you must be equally fair (and harsh) to all players equally! NEVER make exceptions for any player! If you allow for insurance methods (sealed orders, receipts, etc.) then it is the player's fault if he misses a move. Do not allow late orders either unless you spell out under what specific conditions late orders will be accepted. I allow orders postmarked 3 full working days (i.e postmarked Monday--deadline Thursday) before the deadline, regardless of distance (if sent air mail for more than 300 miles away), to be accepted if they arrive up to 10 days before the next deadline! I feel a post office foul up is not exclusively the player's fault. Orders postmarked 2 days prior to the deadline or arriving within 9 days of the next deadline are not accepted. Why 10 days? Many good players use the deadline to their advantage. It is bad practice to extend a deadline so that the notice of extension arrives 4 days before the old deadline or later. Such late notice screws up a player's game! I accept no responsibility for: 1)certified mail or special delivery that I was not home to receive, 2)any phoned in orders to others than myself, 3)any western union orders, or 4)any postage due mail.

II. Deadline Extensions.

The only reasons for these are:

A. Vacation or unavailability of a player if there is one full season's notice!

B. Death or illness in the player's family.

C. Screw up on your part--late mailing, sent to wrong address, etc.

D. Dramatic GM errors in adjudication.

There are no extensions for:

E. Sudden business trips or vacations

F. Failure to receive the magazine--the player should have agreements with other

players to tell him when the zine arrives.

G. Failure to reach the GM by phone

H. Deadline too short--if you are in accord with your own standards and houserules.

I. Self evident GM errors such as incorrect home center tallies, typos, failure to show proper success or failure of a single order, etc.

III. Precedents.

There are areas where the houserules don't apply. If you are unsure, call or write another gamesmaster(s), or ask the players to vote. If you do rule, check your logic and be careful! Do not change your position unless you are proven wrong. Don't be arbitrary!!

IV. GM errors.

The word here is proofread. God knows you will screw up, but try to be careful. If you continue to screw up--then play the game--don't gamesmaster. Never get into a trap in your houserules that damns you for errors or reasonable lateness. You are a fool to say you will publish on every 2nd, 3rd or 4th Wednesday, etc.!

PART 5--BANE OR BLESSING?

Many GM's today use lists of substitutes so that a game will be filled the majority of times. Yet, there are great problems that can arise from improper use of the players. First, let's look at the inherited position. The majority--I'd say 60%--of all sub positions are required because a player gets killed/stabbed and doesn't have the heart/courage to continue. Thus, the sub gets a horrid position with too few units to hold himself together, much less grow! Next, about 25% of the open positions pop up when a game has been abandoned or mismanaged by the GM. A player can get a good position or a bad one--50/50. Finally, only 15% or so are caused by players who, because of lack of interest, or personal problems, just drop out. Secondly, what are the types of substitute systems used?

1. General standby. A list of 2 or more persons submit moves for every country every season. It's like blind man's bluff--you never know if Harvey Substitute will appear in front or behind you! In fact, you can't negotiate with him because if he's called upon, his moves just appear in the zine! He can't even plan a line of good play. How can he? Which of his 7 sets of orders will be used? Even he doesn't know!

2. Prescribed substitute--the player gets to name his replacement, but if he's just dropped out, he won't bother to name anyone!

(cont. on next page)

3. General substitute. A list of possible standbys is made up. When one is needed, he is asked to submit moves. He does not know what game he'll be called to sub in.

4. Specific substitute (game) lists appear for each game. He will be the next in line when a position opens in a particular game.

5. Who wants it? When a position opens, the GM calls on his audience to submit moves next season. This one is a real shot in the dark! The other players don't even know who to talk to!

Thirdly, when will a substitute be called for?

1. In the season of the miss. Player A misses his first move. At once, Player B makes a move. No one gets to talk to Player B.

2. In the subsequent season. Player A misses. Player B is asked to take over if Player A misses again! This is playing in the dark again! You know who Player B is. You must negotiate with "A" and "B"? But, how can you? You are negotiating with a person, not a country. Also, if "A" comes back to life, "B" may become another country. A country you may not want to know what he does about what you told "A"! Thus, both "A" and "B" are compromised that turn! The substitute especially!

3. The country goes into technical civil disorder. Then and only then is a specific substitute named! If a sub is called for under the "who wants it?" system, he does not take over for another full season. Thus, Player "A" misses Spring 1907, Player "B" will take over in Winter 1907 if "A" misses Fall 1907. If there is no sub, the Spring 1907 results will call for a person to show interest in subbing. If one shows up and "A" misses, the new sub will take over in Winter 1907. If no one answers the sub call another is made in Fall 1907, but anyone who answers could not take over til Spring 1908.

Fourthly, what type of player will substitute? What becomes of him? Generally, a player who enjoys the game (and is generally masochistic) enters in the sub roles. Very likely, if he is a sub for many games, he will run across other subs with an uncommon frequency! (Andy Phillips and I are always popping up in games together!)

Fifth, What type of sub role should a player try for! The "general substitute" is best. He will be called on once. Then, the next person in line, etc. is called. Otherwise--if he's a specific sub in 4 games--he could get all 4 sub places one right after the other!

Sixth, how should a sub be rated?

I believe a baseball position is best! If you stay statis quo or lose centers, you blame the batting on the person who first had the position! Yet, a limit is needed. This is good if you start with 5 or fewer pieces. With 6-8 you have enough to take some credit if you blow it, with 9 or more, you are likely at fault if you blow it!

You get a rating if you gain one center--even if you get eliminated thereafter! It then becomes your ball game! However, that is not the way many rating systems do it! I've seen some that offer the guy a 16 center country. He gets two more and he's called the winner. Bullshit! There must be an upper limit too! With 12 or more given to you to start, you should not get full credit for the win either. Oh well....I don't run a rating system.....

#### IMPASSABLE SHEDS FEW TEARS FOR EDI AND BRENTON OR, "WAIT TIL YOU SEE MY DEFICIT!"

Amused by two financial reports coming from Edi Birsan (The Arena) and Brenton Ver Floeg (The Platypus Pie), I decided to print the financial woes of Impassable, and its parent organization, Chapel Hill Publications. Those two don't know how to spend money! Onward to the sad report! (it's too bad I don't have red ink to print this.....)

#### Income (any donations to a worthy cause?)

Game Fees (spent)	\$245.00
Unused checks	35.00
Sub fees (all gone)	10.50
Total Paltry Income	\$290.50

#### Expenditures (ugh!)

Supplies (paper, ink, stencils, stencil cutting equipment.)	\$193.24
Mimeo Machine ("like new")	226.90
File Cabinet (only 2 drawers)	26.35
Replacement part for Mimeo	1.00
Electric Typewriter (new)	136.74
Postage (estimated for mailing Impassable #1-#9 only)	50.00
Total Backbreaking Expenditures	\$634.23

Total Paltry Income	\$290.00
Total Backbreaking Expenditures	-634.23
Total Irrational Deficit	-\$344.23

May I explain, however, several of the inaccuracies involved with the supplies and with trades. First of all, expenditures on supplies are correct, but I still have (cont. on next page)

supplies that will quite awhile. For economy, I buy supplies in large amounts. However, I don't expect any major amount of income in that period of time. Also, I trade with a lot of other gamesmaster/publishers. This increases my expenditures, and uses up my supplies, but is offset by my receiving of the other zines. Yet, I consider these trades as a business item in order to keep up with the news and other developments within the hobby. I have other figures to indicate that I am breaking even on the day to day basis. That is, if I were to write off the expenditures for my investments in machines and one file cabinet, it would mean that I spent \$244.24 in supplies and postage whereas I had an income of \$290.00. The difference should cover buying more supplies needed for the games. If any deficit occurs, it will be because of the trades and/or postal increases. Well, there you have it, gentlemen, and if you want to try publishing--beware!

#### THE REST OF IMPASSABLE'S POLL #1

##### Objective Questions Continued--

6. What improvements would you suggest? None 6, more articles 1, drop the 2-columns format 1, have more diplomacy educational articles 1, have more game analyses 1, staple the corner 1, have less GM errors 2, get rid of the EP games 1, have easier puzzles 1, like to see a game of anonymity 1, have more to read 1, have more room 1, have articles by the players themselves 1.

7. How many games are you currently playing? 8/Avg., 20+/1, 20/1, 12/2, 6/1, 5/1, 4/2, 3/2, 2/3, 1/7.

8. How many other zines do you get? 9/Avg., 35/1, 27/1, 25/1, 20+/1, 20/1, 15/1, 11/1, 8/1, 5/1, 4/1, 2/2, 1/3, 0/6.

9. Why do you like the game of Diplomacy? General reply was that they like the game for its skill, little chance, lot of player interactions, fun, diplomacy, etc.

10. Do you like postal Diplomacy better?

Yes 15, No 2

11. Would you participate in a Diplomacy Census? Yes 21, No 1

12. Do you want me to take more polls on other areas of interest, but game related?

Yes 16, No 0

13. Do you want to know the results of this poll? Yes 22, No 0

In summary, as I have stated in the last issue, the results indicated that everyone wanted more of everything except for games. However, the reason that these same people were playing in Impassable was that I had

game openings. The conclusion seems to be that once they got in on a "good deal" like this puny rag, they didn't want anyone else to crowd them or share their good fortunes.

Practically every feature of Impassable was approved by a large majority. The closer issues were on black propaganda (see other article on the results of the second poll), 16 lb. paper, non-game articles, and having drawings. The second poll will answer the first problem, a sample of the 16lb. paper will be used (probably in this issue), and having drawings and non-game articles will be kept to a minimum. As far as drawings go, I don't have any prodigious amount of art talent, although I can draw to some extent. And as for non-game articles, I have to be really moved before I'll comment on something like politics, but I'm not the outspoken type. However, I will welcome letters to the Editor on game-related topics. A question and answer column will be started, but it means that you people who have any questions will have to ask me, or I won't be able to answer your questions in print. Any comments on the results of this poll will be welcomed and printed, if desired.

#### QUESTIONS & ANSWERS

To start this new column, I will ask the questions based upon those which have already been asked of me in the past. I will then answer them the way I answered them to those individuals who asked the questions.

1. What is black propaganda? Black propaganda is that type of press release which tries to deceive other players by faking the ownership (byline) of a damaging press release. Perhaps the true English player wanted to put the true French player into trouble with Germany. All he would have to do would be to write a threatening press release from Paris or some other French byline. This is trying to deceive the other players. Some even use the other player's actual name as the byline. Nasty. When you don't have black propaganda, the GM checks for ownership and allows no one to frame another.

2. Why did you change a word in my press release? Under the House Rules, I am allowed to edit in any manner press releases I get from the players. Very rarely do I touch the propaganda, and in most cases, I only correct the grammar. However, in your case, I felt that the different word was more appropriate to the story line. Allah is the Arab name for God, and I thought that it would fit your story better. You can, however, (cont. on next page)

insist that I don't change anything.

3. Why don't you write press releases? Many gamesmaster/publishers do write press releases in conjunction with those written by his own players, but I feel that I should not interfere with the game's propaganda. I will, however, make certain "remarks" once in awhile, but normally I won't comment.

4. How about having an article by one of the players? I don't get any?

5. Why don't you come out with Impassable more often? I don't come out more often mainly because of the expenses involved. Also a lot of time is taken up by my IDA involvement.

If you have any questions, please don't hesitate to ask them. I will answer the more important questions of general interest to everyone in Impassable.

#### OOPS! LEN SENT ME MORE FOR PART #4!

Here's the rest of part #4 of Len's great series for the gamesmaster/publishers (and for players).

The GM must state in his houserules and/or each issue of the magazine whether he will accept phoned in moves or not. An insurance method, for people whose voices you do not know, is to require a set of orders POSTMARKED on the day of the phonecall, if the phone call is made from 2 days before the deadline to the deadline date. If made 3 or more days before the deadline, the orders may be post-marked the next day. This is to prevent (that nasty word) cheating. If a person wants to cheat, he can do so in some nasty ways! He phones in a move through a friend for his country. Then he claims it was not he who did so if the results are unfavorable to him! If you have the insurance orders, he can't pull that one on you! Finally, you must never ever accept phoned in moves one minute late!! Player "A" calls Player "B" and says: "Well, it's after the deadline (5-10 minutes), what did you do?" He then calls the GM and tells him; his car broke down, his bunion was thought to be terminal, his dog died, the GM's phone was busy, etc. In short, he could not get to the phone before the deadline, will you accept his moves!? Tell him NO! It is PBM Diplomacy! Finally, be sure to post the deadline time or they will call you until midnight! Also, what time zone applies, or they will go by their clocks and gain from 1-3 hours. Ignorance or naivete is no excuse! You must be strict! ((Thanks, Len, I learned a lot on these last two chapters.--GM))

Len's series will be continued!

#### DIPLOMACY NEWS

Let's start with a small list of some of the various dippyzines I get. They follow in no particular order.

ANSCHLUSS. Joe Antosiak, 3637 Arden Ave., Brookfield, IL 60513. Has OWWII games openings (gamefee \$3), one regular Diplomacy game (gamefee \$4), and one variant, Germany vs the World (gamefee \$4) for which rules & map is .25¢. Will open a section of any Diplomacy variant if at least two ask him to. ((Why don't you fellas join me in a game of Scotice Scripti III? Let me know.))

Graustark. John Boardman, 234 E. 19th St., Brooklyn, NY 11226. Sub is 8/\$1. This is the oldest active dippyzine in the world.

CARPETBAGGER. Stephen Bell, 5605 Virgilwood Dr., Greensboro, NC 27409. This is a new zine, very promising! Has plenty of openings. 1 game for novices, 1 game for those with experience, 1 game for those who like to write good press releases; all for a gamefee of \$8 each game (\$4 for traders) of which \$4 is returned if the players don't drop out of the game. Also, another game is open and has the same houserules as the above games, but is only \$4 for the gamefee. None is returned upon finishing a game (\$2 for traders). Get the first 5 issues for .50¢. Regular subscription rates will be given in issue #5.

Alpha. David Hunt, 217 E. Front St., Adrian, MI 49221. Standby positions available at \$1.50 initial fee (covers getting Alpha) and \$1.50 paid upon entrance into a game as a standby. Sub is 8/\$1.50.

" ". James Massar, 127 N. Emmons St., Dannemora, NY 12929. Subscription is \$1/yr., plus postage.

SPQR. Same as above. Has openings in OWWII. Also, will have openings in many kinds of variants; may run a section of Scotice Scripti III. This is a new zine! Better inquire to find out just what games are available. The gamefee is \$1.00 plus \$1/yr. sub, plus postage.

Blood And Iron. Lewis Pulsipher, 329 Twin Towers, Albion, MI 49224. This is a variant zine which carries a few games of Origins, but it apparently is mostly a zine for reporting on new variants and on openings in variant games elsewhere. Sub is 8/\$1.

THERMOPOLAE. Payton D. Turpin, U.C.S.D., Box 109, Blake Hall, La Jolla, CA 92037. Has section open in Imperialism IX at a gamefee of \$5. This is a variant zine and carries only Imperialism IX games. Don't know what the sub rate is. By the way, this fellow's father is involved in Project Concern which helps the poor sick in our country.

(cont. on next page)

Platypus Pie. Brenton Ver Ploeg, 520 Parker Ave., #202, San Francisco, CA 94118. Sub is 6/\$1 or 13/\$2.00. This zine is not for little girls.

Arena. Edi Birsan, 48-20 39th St., Long Island City, NY 11104. Subscriptions is 7/\$1.

Carries both Diplomacy and Origins games.

Boast. Herb Barents, 157 State St., Zeeland, MI 49464. Sub not known.

ATLANTIS. Chris Schleicher, 5122 W. Carmen Ave., Chicago, IL. 60630. Has openings in regular Diplomacy, gamefee is \$6.00 (.50¢ off for IFW & TDA members). Sub is 10/\$1.50.

CARBON 13. Fred Winter, Alpha Delta Phi House, Rm. 18, 640 North Henry St., Madison, WI 53703. Has openings in one regular game, and openings in a nine-man variant (two countries are added: Spain and Sweden). Gamefee is \$6, and subscriptions are 8/\$1.00.

Gamers Guide. P.O. Box 255, Rockville Centre, NY 11571. This is a monthly gaming news zine, and does not carry games. Covers both Diplomacy and Wargames. Sub is 12/\$2.00 or 24/\$3.50. Very good zine.

Bushwacker. Fred C. Davis, Jr., 5307 Carriage Ct., Baltimore, MD 21229. This is a variant zine. Standby fee is \$3. Sub is 13/\$2.00 (good until Election Day).

Costa Juana. Grendel Press (Conrad Von Metzke) Box 8342, San Diego, CA 92102. Subscriptions are 7/\$1 or 15/\$2.

Liaisons Dangereuses. Lenard Lakofka, 4970 N. Marine Dr., Apt. 525, Chicago 60640. Sub is 12/\$2. It may have openings, inquire.

ARMADILLO. House of Coop (Steve Cooper), 3073 S. Buchanan St., #B-2, Arlington, VA 22206. Has openings in regular Diplomacy games, gamefee is \$4 with \$1 discount for IDA members. Sub is 6/\$1. This is a relatively new zine that is good, but short on blowing its own horn in other zines. Hop on this bandwagon (and you'd better register to vote this Fall!).

#### PROJECT CONCERN

Project Concern is in the serious business of saving lives--precious, human lives of mountain people in Appalachia, Navajo in Bisti, New Mexico, migrant farm workers in the Rio Grande Valley, Texas, canyon dwellers in Mexico, refugees in Hong Kong, and devastated peoples in South Vietnam. In these areas, where too many people suffer needlessly from hunger, disease, and hopelessness, Project Concern's dedicated medical, dental, and educational staff is busy fighting these afflictions, training local residents in basic self-sufficiency, and teaching the techniques of preventive medicine. The project was started by Dr. Jim Turpin in 1961 and today, with medical staff from dozens of nations and

and financial support from five continents, Project Concern has become an effective way for those committed to human love to express their love in a practical way.

One way money is being raised for this humanitarian project is through "Walks for Mankind" in which people walk a number of miles while being sponsored by the mile. Several people in the Diplomacy Community have already pledged themselves to walk for mankind, and they are asking for people to pledge money at a rate for each mile they walk.

Larry Peery, President of the IDA, and publisher for many zines including Xenogogic, will walk 25 miles on December 3, 1972. He is asking people to donate .10¢ per mile he walks (a maximum of 25). However, you can pledge different rates. Steve Cooper of Armadillo has pledged \$1.00 for every mile Larry walks.

Both Conrad Von Metzke and Daniel Barrows will walk 32 miles into the mountains on September 23rd, but this walk is too late for Impassable readers to pledge towards.

Thus, I propose that we pledge our money at whatever rate per mile you wish on Larry Peery, who will try to walk 25 miles. Don't send money to Larry, or to anyone else. Just send Larry Peery (3872 Jewell, H-107, San Diego, CA 92109) a note telling him what you will pledge per mile on his walk. Also, write to Payton D. Turpin, U.C.S.D. Box 109 Blake Hall, La Jolla, CA 92037, and tell him that you are sponsoring Larry at some rate. I personally will pledge .25¢ for every mile that Larry walks--why don't you stand up for mankind? If there are any other walks planned by Diplomacy players/publishers, I'll let you know.

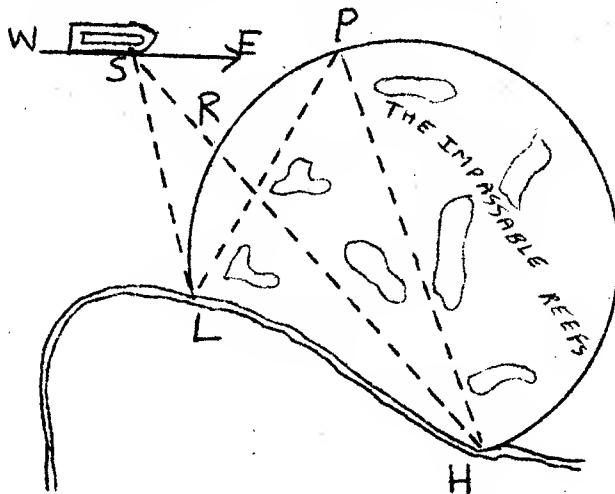
MARK THOMAS is going to run a game of regular Diplomacy. He is looking for experienced players who know what they're doing. He will be having the players write commentaries on what they feel about the game as it develops--what alliance structures are forming, their military plans, etc. This then will all be put together after the game is over and published as a one-shot publication complete with game reports and the commentaries. I have offered to help Mark to publish the whole thing when the game is over. If you're interested in playing this game while telling him your comments (to be secret until game is over), then write to him at his address: 470 Johnston Drive, Watchung, NJ 07060. He will give you all the details.

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JOIN THE IDA! ONLY \$1 FOR THIS YEAR'S DUES! Write Walt Buchanan (address in Impassable mailing list) and send him the money!

### PUZZLE NUMBER NINE

The captain of the Le Impassable sailing along an easterly course knows from his worn and weathered chart the location of the infamous reefs, the Impassable Reefs, situated off the coast near two seaside mountains Lofty and High (if you want to know, they are part of the beautiful and famous Impassable Mountains). The old chart (drawn in March, 1972) also directs the captain's attention to angle LPH, otherwise known as the "horizontal danger angle," which is inscribed in a circle (see map below) passing through L and H and surrounding the infamous reefs. (there's an old story about a Spanish galleon that went down in those reefs with \$1,000,000 in gold) To safeguard his ship (and his life savings) from the reefs, the captain must avoid this circle by veering to the left.

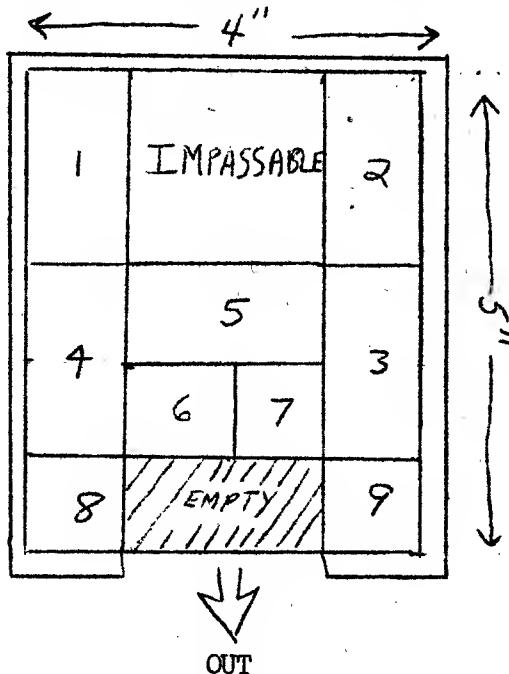


Which two geometric facts does the captain need to use in selecting his course? If you don't know, you'll end up in the same locker with Davy Jones. The solution will appear next issue--until then, safe sailing!

### PUZZLE NUMBER TEN--THE TOUGH ONE

I came across this puzzle several years ago when I was still in college having a ball. At that time, I was rooming in the oldest building on the campus (now rated a fire hazard--but while I was there!). To pass our free time, we fellows ran around trying to pull tricks on each other and whatnots. Those days were tame, I understand, compared to what goes on in that building nowadays (maybe they want to live it up all they can before getting burned!). Anyone, this fellas, whom I didn't know, came up to me in the hall and asked me if I could help him solve the puzzle (I was well known for my brains, and for

puzzle collection. So, I gave it a try, and didn't solve it until the next night. When I gave the puzzle back to him, I tried to show him how I did it, but couldn't remember. Since that time, I tried to find



the puzzle in a store, but couldn't until this year. After buying my own set (I couldn't remember the proportions of the pieces involved in the puzzle), I took it home and tried to resolve the puzzle. For a half-year I couldn't solve that puzzle, but finally I did last week, but I still couldn't remember how I did it.

So, for this special edition of Impassable, I am going to show you guys how to make your own out of cardboard, and then to rack your brains in trying to solve it. Notice that the puzzle (which I have) is 4 by 5 inches in size, although you have to have a border around it in order to keep the pieces in. There is no border on the middle 2 inches on the bottom side of the puzzle. This is to allow the largest piece, (Impassable on the drawing), to be moved out. Solving the puzzle requires sliding the various sized pieces around until you can get the big piece out through the bottom. There is one big piece 2x2, five rectangular pieces 1x2, and four small square pieces 1x1. There is always a space of 2 square inches. The above diagram shows the starting places of the pieces. "Impassable" starts in the middle at the top. The big block to solving the puzzle is that horizontal, rectangular piece, number 5. Side by side with the big piece doesn't leave any room. Pieces 6-9 are all 1" squares, and pieces 1-4 must be (cont. on next page)

placed vertically in the puzzle. Altogether, the puzzle takes up an area of 4 inches by 5 inches. A larger version is printed on the cover of this issue with patterns drawn on each piece (and even the empty starting space) in a modern art style. If you want, you can cut them out and paste it on a piece of cardboard to make your very own attractive puzzle. (Wowee! How conceited can I get?) Oh well, have fun trying to solve the damn puzzle.... if you want to remember your moves, it might be a good idea to give a letter for each piece and then write down how you moved it. I have sent for a solution, and will hope to get it by next issue. Until then, have fun!

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#### THE SEVENTH NOVICE GAME BEGINS!

Surprise! I started an unannounced game to use up all those novice game applications I had to reject. I rejected all these people because the sixth novice game filled up, but then I got a brainstorm and thought, why not have seven novice games so that I could have a championship game made up of the seven winners from the seven novice games?

Brilliant idea! I know that most of you were against having more games, but I am sure that you all would want the chance to be in an Impassable Novice Championship Game! So, let's get started with this seventh game!

Preference Table	
Strickland	F R E T A G I
Lindauer	R E I F T A G
Hilliker	F E R T A I G
Schill	G R T A F I E
Conner	G F A E T I R
Grove	R T F E G A I
Blank	T A G R F I E

The final country assignments are underlined. Only Blank had a unique first choice. Hilliker, Schill, and Grove won their tosses while Conner, Lindauer and Strickland were given their highest choices. Since Lindauer had the highest choice left to him, he got England forcing Strickland to get Italy. Unfortunately, not very many people liked Italy, and so Italy was down near the bottom on most all preference lists. Now for these gentlemen's addresses:

AUSTRIA: William Conner, 1053 E. Park Drive, Terre Haute, IN 47802

ENGLAND: Harvey Lindauer, 120-18 Aldrich St., Bronx, NY 10475

FRANCE: Chic Hilliker, 3312 Stoneycrest, Bloomington, IN 47401

GERMANY: William Schill II, 14101 121st Ave. NE, Kirkland, WA 98033  
 ITALY: Fred Strickland III, 1998 Walthall Drive, Atlanta, GA 30318  
 RUSSIA: Eric Grove, 38 Santa Monica Ct., Salinas, CA 93901  
 TURKEY: Walter Blank, 101 Summit Ave., Eau Claire, WI 54701

Following the normal Impassable policy, the first deadline will be Winter 1900 to allow all plenty of time before Spring 1901 orders are due. This way everyone can discuss their alliances in detail and get to know one another. No orders are required for Winter 1900, but you may send in press releases.

WINTER 1900 PROPAGANDA, IF ANY, ARE DUE Friday, October 13, 1972, at noon (eastern).

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GAME 1970BJ, Autumn & Winter 1903

TURKS FIGHT WITH WORDS INSTEAD OF UNITS!  
ARE NEW ALLIANCES IN FORMATION?

Autumn 1903--Russia retreats A Rum-Sev  
Winter 1903--

AUSTRIA (Beyerlein): B A Vie, A Tri  
 ENGLAND (Thomas): Stands Pat  
 FRANCE (Lakofka): D A Por, A Gas  
 GERMANY (Cooper): B A Mun  
 ITALY (Phillips): B A Rom, A Pie/imp/  
 RUSSIA (Richter): Stands Pat  
 TURKEY (Weidmark): Stands Pat

SPRING 1904 ORDERS due Friday, October 13, 1972, at noon.

Winter 1903 Positions--

Austria: A Vie, A Bud, A Rum, A Bul, F Aeg, A Ser, A Tri (?); England: F Nat, F Edi, F Lon (3); France: F Iri, F Mid (2); Germany: A Mun, A Bur, A Par, A Pic, A Hol, F Nth, F Den (?); Italy: A Mar, A Ven, F Wes, F Spa, (SC), F Lyo (5); Russia: A Ank, F Con, F Bla, A Sev, A Gal, A Mos, F Nor, F Nwg (8); Turkey: A Smy (1)

Propaganda--

Impassable--This game is unusual in that the inner three countries are still going strong! Rome (A Pie)--How on earth would you know, Weidmark? The only time I ever allied with you I got an immediate stab wound for my trouble. From what I hear, that's not an atypical experience with you.

Somewhere in the Irish Sea--Come and get me, Mark. If you don't bungle the negotiations  
(cont. on next page)

to do me in, you would screw up the move!  
Remember Army Greece to Ionian?

-----  
GAME 1972AZ, Autumn & Winter 1902

FUTURES FOR GERMANY AND RUSSIA LOOK BLEAK!  
OTHER NATIONS STRENGTHEN THEIR FORCES FOR WAR!

Autumn 1902--Russia: D A Mun  
Winter 1902--

AUSTRIA (Osmanson): B A Vie  
ENGLAND (Wiskow): B A Lon, F Edi  
FRANCE (Mahler): B A Mar  
GERMANY (Placek): Stands Pat  
ITALY (Hollingsworth): B F Nap  
RUSSIA (DePrisco): D F Bot (A Mun D Aut. '02)  
TURKEY (Thomas): Stands Pat

SPRING 1903 ORDERS due Friday, October 13,  
1972, at noon.

Winter 1902 Positions--

Austria: F Gre, A Ser, A Bul, A Rum, A Bud,  
A Vie, A Boh (7); England: F Edi, A Lon, F  
Hel, A Kie, F Swe, A Nor, F Bar (7); France:  
A Spa, F Wes, F Lyo, A Mar, A Bur, F Bel (6);  
Germany: F Hol, A Ber, A War (3); Italy: A  
Mun, A Pie, F Tyr, F Nap, F Eas (5); Russia:  
A Liv, A StP (2); Turkey: F Aeg, A Con, F  
Bla, A Sev (4)

Propaganda--

Bye, Bye Borscht--As the sun sets on the  
Russian Empire....

Gen. Custer--England appears in the lead and  
slightly ahead of Austria. Italy seems to be  
doing okay, but may be overextended. France  
is keeping the Italian Navy bottled up while  
England cleans up in the north. The Turks  
have their backs to the wall. Germany looked  
like it was making a come back, but blew it.  
Russia may not survive the year.

Giuseppe Garibaldi--I realize that communica-  
tions between Italy and England can be slow,  
but two years is ridiculous. Even if the  
English are not yet interested in an alliance,  
the Italians would like to at least exchange  
greetings with their new neighbors.

Moscow--The new Czar denied charges by Radio  
Free Clyde that he was responsible for  
attempts to overthrow the government of Kaiser  
Bill. However, he did say that perhaps a  
ruler should pay more attention to governing.  
He also expressed his hopes that Mealy Mark  
and Jimmy the Jerk, the leaders of the rebels,  
might want to unite with their fellow new-  
comer against F.O. Bull, the Brutish Umpire.  
Munich--In a recent ceremony held here, Hugo  
the Baker was wed to Gina (Garlic Breath)

Garibaldi after a 2-year long engagement.  
Rumor has it that during their honeymoon in  
Cyprus, Gina flirted with the Sultan. In  
retaliation, Hugo has been seeing his old  
flame Bridget (Ooh-la-la) DeGaulle. Radio  
Free Clyde expects a divorce by Winter 1903.

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GAME 1972BG, Fall 1902

RUSSIANS HOLD WARSAW IN FIERCE FIGHTING AS  
GERMAN BLITZKRIEG IS STALLED! ENGLAND PULLS  
ALL FORCES BACK HOME?! STALEMATE IN BULGARIA  
AND CONSTANTINOPLE! ITALY MOVES AGAINST  
FRANCE AS FRANCE MOVES AGAINST ENGLAND! AN  
ITALIAN FLEET IN THE MID-ATLANTIC?! WIERD!!

COA--Joe Hrbek and Richard Tovson (see mailing  
list)

GM Errors: Turkish orders last season were  
correct, and though I adjudicated them as  
wrong, the results were, fortunately, the  
same. Also, the Italian fleet Rome was  
ordered to Tyr, not to Bul (typo).

AUSTRIA (Pyle): A Ser S Rus A Bul, F Gre-  
Aeg, A Gal-Sil, A Vie-Boh, A Tyr S A Vie-  
Boh

ENGLAND (Keller): A Nor-Edi, F Nwg C A Nor-  
Edi, F Bar-Nor, F Bel-Nth, F Lon S F Bel-  
Nth

FRANCE (Murray): F Mid-Eng, F Pic S Ger A  
Hol-Bel, A Gas H, A Mar-Pie, F Spa (SC) H .

GERMANY (DePrisco): A Hol-Bel, F Den-Swe,  
A Boh-Mun, A Pru-War, A Sil S A Pru-War

ITALY (Hrbek): F Wes-Mid, F Tyr-Wes, A Ven-  
Pie, A Apu-Rom

RUSSIA (Fish): F Swe H, F Bla-Con, A Bul  
S F Bla-Con, A War S Aus A Gal-Sil, A Liv  
S A War

TURKEY (Tovson): F Aeg-Bul (SC), A Con S  
F Aeg-Bul (SC), F Ank-Bla

WINTER 1902 ORDERS due Friday, October 13,  
1972, at noon.

Fall 1902 Supply Center Chart--

Austria: Home, Ser, Gre (5) Stands Pat  
England: Home, Nor, Bul (4) Removes 1  
France: Home, Spa, Por (5) Stands Pat  
Germany: Home, Den, Hol, Bel (6) Builds 1  
Italy: Home, Tun (4) Stands Pat  
Russia: Home, Rum, Swe, Bul (7) Builds 2  
Turkey: Home, Bul (3) Stands Pat (1 unit  
destroyed in Spring 1902)

Propaganda--

Berlin--More thought went into this press  
release than in England's last support  
order.

(cont. on next page)

Bucharest--From reliable sources we have learned that several thousand troops have been sighted moving up the Dnieper River towards Kiev. Similar sightings have been reported along the Donets River. What these men are doing so far from the Sahara has not been determined, but one of them remarked that they intended to reach Moscow before the Russians burned everything again.

Cupcakeville--The fortunes of war are indeed stranger! A few shifts have been seen this year but the most dramatic, and perhaps the biggest mistake, was the Austrian shift. Austria and Italy and Austria and Russia have made up and Austria now may be attacking Germany and is helping with Turkey's demise. Germany and France have firmed up their alliance versus England, and England has set Russia up beautifully! The only player in fits of ecstasy is Italy. They have turned away from him as if he had the plague and that was wrong! France now will be attacked along the Iberian coast and England will be delighted to help her. What we might be seeing is an excellent case for Bismarckian Diplomacy and it would be truly so if Turkey had no miswritten his move ((Sorry, Len, that was my error.--GM)). The Turkish error has blown this delicate balance of power. Now let's look at the last move tactically. England played the best single move. He has captured StP for sure by moving the Russian fleet in Both out of his way into Sweden, thus dividing the defense of StP and forcing it to fall. After the excellent English move we go downhill rapidly. Germany played the next best move. He did not expect to see an Austrian army in Tyo, in fact France and Germany probably thought that Austria and Italy would continue to fight. The bounce of Fleet London was well done, as it placed Belgium en'prise. The massive eastern move did not read the Austrian-Russian peace mission, and it is here that French-German homework has gone wrong. France made a big mistake in not leaving his Army on Italian territory. I'd wager the failure to commit is what forced the Italian-Austrian peace! And such a peace is not in French interests. France will go after England, but will be embarrassed by the second front to his rear! Italy's move to Bul is brilliant--illegal, but brilliant! ((My mistake, Len.--GM)) I assume Tyr is the correct location. Italy now is ready to do battle! F Wes-MAOI? would be mild. F Tyr will go to Lyon, A Ven-Pie and A Apu-Ven.. In short, Italy could be in excellent shape if France continues north. Austria has played, what I think may be, a bad diplomatic move. His lot with Turkey

versus Russia looked better for him in the long run. Now he has a potential powerful Russian to deal with. While this year and the next may be good, 1904 or 1905 will be bad unless this group shifts again.

The Turkish error is unfortunate! A really tense game could have taken shape save for that error. Well, what will the fall bring? England: F Bar-S A Nwy-StP, F Nwg-Nwy, F Lon S F Bel-Nthi; France: F MAO-Iri, F Pic-Bel, F Spa (SC)-West, A Gas H! A Mar-Pie or Bur; Germany: A Pru S A Sil-War, A Boh-Mun, A Hol S Fra F Pic-Bel, F Den-Nth; Russia: F Swe-Nwy, A Liv S A War, F Bla S A Bul-Con!; Austria: F Gre-Aeg, A Ser-Bul!, A Gal-Boh, A Vie S, A Tyo-Mun; Italy: F Wes S F Tyr-Lyo, A Ven-Pie, A Apu-Ven; Turkey: A Ank S F Con, F Con S F Aeg-Bul (SC) Impassable--Looks like Russia has jumped from a -3 to a +3 rating!

London, Sept. 20, 1901--Reporter Ralph McTomas-tish had an exclusive interview with Mike Keller, the infamous head of the now in power "D.K.R." Questioning went something like this: "Tell me, Mr. Keller, what is your latest foreign policy?" "Get off my foot." "Oh, so sorry old boy..." "Don't 'old boy' me you #@/\*ing limey!" "Mmm. Well then, can you tell me about your second line of defense?" "Actually, off the record, we plan to sink this cruddy island if anyone ever tries to take it." "Well, how about an official statement?" "Our reserve plan should make a big splash on enemy lines." "Interesting. Now then, what was your first act after you took power in 1901?" "I sank all of Victoria's rubber duckies."

More of this ridiculousness in future releases.

Norway, Fall 1902--Commander of the B.E.F. force here, Richard Trenchmouth, has not denied rumors that the D.K.R. plans to rename St. Petersburg "Agnewgrad."

Nowhere--Maybe someone should tell the Germans what the French are going to do. How 'bout it, Mark, eh???

Rome, 1 September, 1902--King Ginzo called off the thus far unsuccessful search for Hubert Horatio Humdinger. Despite the failure of government sources to locate the now internationally known fraud, the King expressed the opinion that Humdinger had certainly left Italy. When asked why he had formulated this opinion, the King cited recent military maneuvers by the French and German governments. "The sheer lunacy and ridiculous vacillation of these two governments," stated the King, "have convinced me that HHH is now in one of their countries lending his something less than superb advice to the

(cont. on next page)

heads of state."

Sweden--"I tank i@ just blew purty hard!"

GAME 1972BW, Spring 1902

AUSTRIA HIT BY THREE GREEDY NEIGHBORS!!

AUSTRIA (Hollingsworth): A Bud-Tri, A Vie S  
A Bud-Tri/r/, A Ser S A Bud-Tri, F Gre-  
Aeg/r/

ENGLAND (Nielsen): F Nor-Ska, F Nth-Hel,  
F Lon-Nth, A Yor H

FRANCE (DePrisco): A Mar-Bur, A Par S A Mar-  
Bur, A Spa-Gas, F Por-Mid, A Bre-Pic,  
A Bel-Hol

GERMANY (Davies): F Den-Nth, F Kie-Hel, A Hol  
S A Mun-Ruh, A Ber-Mun, A Mun-Ruh

ITALY (Lindauer): A Tri-Vie, A Tyr S A Tri-  
Vie, A Ven-Tri, F Nap-Ion, F Tun S F Nap-  
Ion

RUSSIA (Knudsen): A War-Gal, A Gal-Bud, A Rum  
S A Gal-Bud, A Mos-StP, F Sev H, F Swe H

TURKEY (Abbott): F Aeg S A Bul-Gre, F Smy-  
Eas, A Bul-Gre, A Con-Bul

SUMMER (Aus Retreats) AND FALL ORDERS due  
Friday, October 13, 1972, at noon.

Propaganda--

Italy, March 21, 1902--During' the New Year's celebration for 1902, the Italian people went wild. They were drunk with victory, and all over Italy, chants were heard of, "Onward to Victory!" Because this is the will of the people, I can do nothing but try to carry it out. Today 2/3 of the Italian Army was ordered to move to Vienna, and the remaining forces will remain behind to protect Italy. There is some speculation that more of the Army should have been used to protect Italian Territory, but I don't believe that this was necessary. In any event, if there is any threat to Italian Territory this Spring, I will take immediate steps to protect Italy at all costs.

Lisbon--Pierre is alive and well and beating up on a certain waitress in the Portugese capital. He never felt better after the life-saving sherry arrived from Brest. In fact, he felt well enough to prepare for the long voyage back to France. After all, he had a mission to accomplish. So the rowboat fleet was loaded with good Portugese wine and sent a sailing back to Brest.

Paris--The Minister of Defense was beside himself today when he learned of his armies' progress. "Why did I accept all those volunteers? They can't even fight their way out of France!"

Reykjavik, Iceland--The Chess Games are over, but the war rages on. Because of the critical situation that exists in Europe, I've been assigned to continue with the war news roundup. The first year of fighting is over, and all Europe rests while new units are being established to resume the fighting next year. 1901 saw France and Russia take the lead with 6 units each, but Germany and Italy are close behind with 5. Austria, England, and Turkey are all trailing with 4 units each. By the building of 3 new armies, France has most definitely committed himself to an attack on Germany. Meanwhile, Germany seems to be setting up a defense, and an offense against both France and England, even though England hasn't made any aggressive movements towards him yet. And, if England and France are allied, why does England build a fleet in London? Further east, Russia has definitely committed himself to attack Austria, and it looks like he has an agreement with England. Italy has also committed himself to attacking Austria, and with Turkey and Russia allied, Austria had better do some mighty fast talking, or he's had it. The only big question remaining is what is going to happen in Southeastern Europe if Austria is defeated? What will Italy, Russia and Turkey do?????

Somewhere in the Atlantic--"Sacre Bleu!" "What's wrong Pierre?" "We forgot the wine! Turn back! Do you expect me to sail for six months without Wine? Turn Back!"

Upper Galicia--Neither snow nor rain nor hail nor gloom of night, stays the mighty Russian army from its conquest of the infidel Turks.

GAME 1972CD, Winter 1901

NATIONS BUILDING HUGE FLEETS! SEVEN FLEETS ARE BUILT FOR SEA WARFARE! ENGLAND LEADS ALL NATIONS WITH THREE WAR FLEETS!!

Note: Players of this game and in 1972CK have been habitually late with their orders. I will no longer accept late orders.

AUSTRIA (De Lucia): B A Bud, F Tri

ENGLAND (Schleinkofer): B F Lon

FRANCE (McKeon): B A Par, F Mar

GERMANY (Ray): B A Mun, F Ber

ITALY (Morris): B F Nap

RUSSIA (Brennan): B F StP (SC), A War

TURKEY (Nelson): B F Smy

SPRING 1902 ORDERS due Friday, October 13, 1972, at noon.

## Winter 1901 Positions--

Austria: F Gre, A Ser, F Tri, A Vie, A Bud (5); England: F Lon, A Yor, F Nth, F Nor (4); France: F Por, A Spa, F Mar, A Bur, A Par (5); Germany: A Mun, A Bel, F Hol, A Kie, F Ber (5); Italy: F Tun, F Nap, A Ven, A Pie (4); Russia: F Rum, A Gal, A Ukr, F Swe, A War, Stp (SC) (6); Turkey: F Smy, A Con, A Bul, F Bla (4)

## Propaganda--

Camelot--The King announced that next summer he will take a cruise to tour his two newest provinces, the North Sea and Norway.

Rome, Dec. 1, 1901--Quoth the young commander of the Italian armies, General Garibaldi, to the public today, "The French Emperor will get more than stomach trouble in his rotten belly when we attack Marseilles next with drawn swords. Enemies of France--unite!

The Red Baron via Budapest--The Red Baron is happy to announce that he has succeeded in winning another chess match. Chess, which is the national game of Austria, is extremely complex and most you European idiots wouldn't be able to partake of it. This game made Bobby Fischer look like a two-bit player which you'd find on any street corner (which by the way, is how most you guys play Diplomacy). And, by the powers of Allah, I swear I will destroy all European land masters who try to invade Austria (yes, I mean the Klumsy Clutzies of Russy Land). And, any nation which attempts to surpass or suppress Austrians' love for chess shall suffer 1000 deaths. So, beware all you snibbling European idiots for the Red Baron shall trample you over. I issue a special warning to the Russians who made chess a war. We do hope that the Russian idiots in Constantinople, along with the political disorders, don't affect our ally or the Grand Sultan Doug.

## GAME 1972CJ, Fall 1901

FRANCE AND GERMANY ARE ON THE MOVE! GERMANY KEEPS MUNICH! ENGLAND LANDS IN BELGIUM! RUSSIA AND TURKEY SLUG IT OUT IN THE BLACK SEA!

GM Error: #9 reported Rus A Mos-Sev. This is wrong and the correct adjudication is A Mos-Sev

AUSTRIA (Verheiden): F Alb-Gre, A Ser S Rus A Ukr-Rum, A Boh S Ita A Tyr-Mun

ENGLAND (Cairns): F Nth-Nor, F Eng-Bel, A Yor H

FRANCE (Cooper): A Mar-Spa, A Par-Bur, F Bre-Eng

GERMANY (Ostapovich): F Kie-Den, A Ber S A Mun, A Mun H

ITALY (Lakofka): A Tus-Pie, A Tyr-Mun, F Tyr-Tun

RUSSIA (Wrobel): F Bot-Swe, A Ukr-Rum, F Sev-Bla, A Mos-Sev

TURKEY (Atteberry): F Ank-Bla, A Bul-Rum, A Arm-Sev

WINNER 1901 ORDERS due Friday, October 13, 1972, at noon.

## Fall 1901 Supply Center Chart--

Austria: Home, Ser, Gre (5) Builds 2

England: Home, Bel, Nor (5) Builds 2

France: Home, Spa (4) Builds 1

Germany: Home, Kie (4) Builds 1

Italy: Home, Tun (4) Builds 1

Russia: Home, Swe, Rum (6) Builds 2

Turkey: Home, Bul (4) Builds 1

## Propaganda--

Achdulieberaugustine, Deutschland--Vell, all I can say iss dat zomething went wrong, kiddies. You zee, ve vas all zet to zend out orders for da Spring uf 1901, ven da vireless vas gebroken by einer furshlugginer Italian named Macaroni, or something like dat. Anyvay, der Cheneral Staff vas unavair dat anything vas kaput, until too late it vas. Aber, ve haf his assurance that nothing vill go wrong in da future--oder else....if you katch my drift....

Brussels--David Bunco, in Brussels for BBC News. The King of Belgium has just announced the formation of an alliance with England. As a result, the Southern British Fleet will winter in Belgium. Good night, Chet.

The Dream Marker (Part 3)--Stan Rumble entered his split-level in San Luis Obispo at 9:14 pm tired and afraid. The events of these last days had shaken him very badly. Erika and Steve, however, greeted him with typical wife and son bitching and questioning.

"Where have you been?" She shrieked. "My allowance is a day late and you said I could use the car..." His son's accusation trailed off as Stan went right past them and up to the guest room. The fine layer of silt like dust rose ever so slightly as he walked across the room. Even it was too tired to raise a real comotion. He sat upon the bed and switched on the old 'Admiral'. It consented to operate and Stan fell asleep to a bad western!

The streets of Waco, Texas were windswept and dusty as gambler Stan Rumbler moved quietly along them. He had made up his mind. He was going to rob the Bank. He hated to get Roddy Walker, the Bank Guard, in any danger/trouble, he was an old friend, but... the bank loomed up from out of the desert

(cont. on next page)

town before his second thoughts could stop him. "Afternoon, Roddy," he said to the plump guard as he played checkers on the small balcony overlooking the Bank. As soon as Roddy was back to the game, he drew his gun, "Everyone drop his gun, I don't want to..." His sentence was stopped as he saw Wacker go for the 12 guage shot gun. It's blast blew the pot bellied stove into many pieces. It's report would have cut Stan in two if his bullet had not hit Wacker between the eyes a fraction of a second earlier. Rumble grabbed at the contents of the teller's windows and was gone....gone deeper into troubled sleep. Stan greeted his wife's yelling questions with abandon, he wanted to see Roddy Wacker and tell him how he had killed him last night in his dream. His dream had, as dreams are wont to do, placed Wacker--the guard at the San Luis Obispo Second National Bank--in a role he held in Stan's real life. When he arrived at the 'Second' Wacker was not in his usual chair. He disappointedly went to his safety deposit box. There, after depositing his papers, he noticed the corner of a browned document. After unfolding it, he read, Deed Waco-Saloon and Barbershop, August 11, 1874. "What on Earth..." Stan thought. "Where's Roddy today?" He said absent mindedly to his teller as he completed his business. "Strange you should ask, Mr. Rumble! He was found in his locked room with a 44 slug between his eyes just this morning!" (To be continued!) H.M.S. Lionel I--Chet Eluntly, here on the fleet flagship in the English Channel. Sailors here are excited at the prospect of winter in Belgium, but they are hoping for a winter soon on the French Riviera. Good night, David.

London--General Winkle announced the news of a great victory to a screaming, adoring mob in London today. "The French fleet can't even get off the docks! That's what their leaders get for enjoying the wine cellars a little too much and too often. I am curious about the reports of the Kaiser being seen in the same wine cellars, but now it no longer matters. We'll be enjoying those cellars, and the rest of France, before long."

London--Parliament authorized exchanges of Diplomatic missions with Russia, Austria, and Italy. Offers to the French and Germans were not made when no French or Germans could be found. General Winkle insisted the Turks be left out until they change to Prince Albert in a can from the funny smelling cigarettes in the yellow wrapper.

Warsawa--It was reported that the Czarchik suffered a bad dream in his sleep and woke up babbling about Lanolen the Cow knocking over the lantern in the barn and burning Rome to

the ground. After being consoled by his nanny (yes, consoled), the Czarchik drank some warmed milk and vodka and went back to his throne bed soothed by the words of his nanny, "Malchik, everyone knows Rome wasn't burned in a day!"

Impassable--There must be a curse in the family as the Great<sup>23</sup> Grandson had a very similar accident in Chicago!

#### GAME 1972CK, Fall 1901

#### ITALY TAKES MUNICH! GERMANY AND FRANCE BATTLED TO A STALEMATE IN BELGIUM! WAR!

Notes: Darrell Waldron is resigning from this game due to college finances and lack of time. I am asking Bruce Chin to take over Austria. Will Doug Nelson also send in moves in case Bruce doesn't want Austria? I ask the players not to deal with Doug as he would become the first standby in case (most likely) Bruce takes Austria. All the addresses are in the mailing list.

Also, players of this game as well as in 1972CD have been habitually late with their orders. I will not tolerate any more late orders--they won't be used even if I haven't typed the game report.

AUSTRIA (Waldron): F Alb-Gre, A Ser S F Alb-Gre, A Vie-Tri

ENGLAND (St. Johns): A Yor-Nor, F Nth C A Yor-Nor, F Nwg S A Yor-Nor

FRANCE (Gray): F Mid-Por, A Bur-Bel, A Mar-Spa

GERMANY (Lindauer): A Kie-Hol, A Ruh-Bel, F Den-Swe

ITALY (Gershenson): A Tyr-Mun, A Ven-Tyr, F Ion-Tun

RUSSIA (Davis): F Rum H, F Bot-Swe, A War-Gal, A StP-Fin

TURKEY (White): A Bul H, A Smy H, F Con-Aeg

WINTER 1901 ORDERS due Friday, October 13, 1972, at noon.

#### Fall 1901 Supply Center Chart--

Austria: Home, Ser, Gre (5) Builds 2

England: Home, Nor (4) Builds 1

France: Home, Spa, Por (5) Builds 2

Germany: Ber, Kie, Mun, Den, Hol (4) Builds 1

Italy: Home, Mun, Tun (5) Builds 2

Russia: Home, Rum (5) Builds 1

Turkey: Home, Bul (4) Builds 1

#### Propaganda--

Apache Nation--Today, the famous Indian story teller died, leaving the whole nation mourning.  
(cont. on next page)

Armenia--The Sultan announced today, Nov. 19, 1901, that he would build a Justinian Empire, just like the old one. This would include all of Italy, Spain, Tunis, Trieste, Serbia, Albania, Greece, Bulgaria and possibly Rumania. People heard the Sultan saying, "I'll get it all. Everything and maybe more."

Constantinople, September 14--Moments before the Imperial Fleet sailed for destinations unknown, Admiral Khair ed-Din Barbarossa V promised that he and his fleet would surpass the glories attained by his famous ancestor four centuries earlier.

English Channel--Reports continue to flow in that by the summer of 1902, there will be no question as to whether or not this body of water will be renamed. When asked for more details, our contact slipped back beneath the waves.

Germany, Oct. 1, 1901--The German Government was appalled with the action of some of Germany's neighbors during Spring 1901. After great debate, though, Germany has decided to put it's faith in the Italian Government. We hope that Italy will stick to it's word, so we will not find it necessary to retaliate against the Italian Armies.

Paris, December 1, 1901--The French Minister of Defense announced today that there was a slight change in plans concerning joint Franco-Italian action but wishes to re-assure their Italian ally that the pact is still in force and will continue with the same spirit of cooperation and mutual aid.

Reuters News Agency--American newsmen Edward R. Murrow and Walter von Crankase reported to the American Press that things look hot for the Austrian Empire as both Turkey and Russia move threateningly into the Balkans. Perhaps Austria-Hungary should contact her Western Allies for possible future help.

Thrace, September 4--The Sultan announced today that a mutual defence pact with Greece had been negotiated in which the parties vowed to wage Holy War against the infidels who dared attack the other nation.

St. Petersburg, Oct. 3--The Tsar made clear today that his sole interest is in protecting Holy Russia's northern borders. He then added: "I think it is safe to assume that England is not currently our greatest ally."

6th Novice Game, Spring 1901

ALL MOVES SUCCEED! ENGLISH ARMY HOLDS?!  
FRANCE ENTERS THE ENGLISH CHANNEL! WAR!?

COA--Doug Nelson (see mailing list) has moved to his college address!

AUSTRIA (Leerkamp): A Bud-Ser, A Vie-Bud,

F Tri-Alb

ENGLAND (Dick): F Edi-Nwg, F Lon-Nth,

A Lvp H

FRANCE (Fujihara): F Bre-Eng, A Par-Pic,

A Mar-Spa

GERMANY (Chine): F Kie-Den, A Ber-Kie,

A Mun-Ruh

ITALY (Roll): F Nap-Ion, A Ven H, A Rom-Apu

RUSSIA (Nelson): F StP (SC)-Bot, A Mos-StP

A War-Ukr, F Sev-Ela

TURKEY (Stone): A Con-Bul, F Ank-Con,

A Smy-Ank

FALL 1901 ORDERS due Friday, October 13, 1972, at noon.

Propaganda--

Ankara--At the Sultan's press conference today, the Shadowy Father of the Emperors was quoted as saying, "The Balkan States have always blah our smaller brothers blah blah the duty of the blah weaker blah blah political blah blah blah little brothers blah blah small thing blah blah large things blah blah blah blah inscribed and published."

Athens--Before a crowd of 3500 members of the A.G.F.P. (Ancient Greeks for Peace) the Austrian Foreign Minister, Throckmorton von Donut, confirmed reports that naval units, including battleships of the new Viribus Unitis class, were in fact stationed at the new Austrian naval base in Albania. To the chagrin of his audience, "Foxy Throcky" stated that the Austrian Navy would be used, to protect the neutrality of Greece if war should break out. He also established the possibility that Albania would be included in the Austria-Hungarian international economic expansion policy, The Big Deal, by the construction of a Skoda factory in the lowlands of that country.

Brest--The commander of French forces, Gen. Dis Corde, expressed fears that the infestation of the bloodsucking worm has already progressed to a point where chemicals are useless. "If such is the case, we have no choice but to completely sterilize England with fire," noted the general, "After all, we are doing it for the good of all."

Constantinople--Rumors still persist that the Navy plus two flotillas of the Armenian Coast Guard will put to sea which apparently sank into the Black Sea.

Paris--In an exclusive interview with the assistant to the assistant of the secretary to the French High Command, it was learned that some momentous decisions were made in the recent meeting of the High Command. It was decided that French forces would be used  
(Cont. on col. 1, page 24)

## IMPASSABLE'S MAILING LIST

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91335; Wrobel, Stan. 7 Poland Village Blvd.,  
Poland, OH 44514.

I am typing this much later than when I actually typed the mailing list (about a week ago), and I have corrected the errors and added the changes of addresses. Also, I had to drop many names because the En Passant games went back to Greg Warden. Thus, the figures are no longer inflated and have fallen to 90 (Buchanan gets 2 copies). Oh well, I'll hit 100 someday. If any errors are in the list, please let me know--we don't want anybody writing to the wrong place!

Propaganda continued from Novice Game #6-- to help prevent the spread of the English pest across the channel. This pest which has seriously inflicted England has been described as a kind of bloodsucking worm. In order to prevent the spread of this pest, French forces plan to use 2 billion tons of insecticide, or tea, which ever is cheaper.

Love Thy Neighbor, continued from page 2

allies, and during which phase of the game. ((I have changed the format to make it more compact.--Ed.))

#### INTERIOR POWERS

Country: AUSTRIA

<u>Game Stage</u>	<u>Allies</u>	<u>Enemies</u>
Initial	Rus, Ita	Tur
Mid-Game	Ita, Eng	Rus
End-Game	Ita	Ger

Country: GERMANY

<u>Game Stage</u>	<u>Allies</u>	<u>Enemies</u>
Initial	Fra, Rus	Eng
Mid-Game	Fra, Tur	Rus
End-Game	Fra	Tur, Aus

Country: ITALY (Western Attack)

<u>Game Stage</u>	<u>Allies</u>	<u>Enemies</u>
Initial	Eng, Ger	Fra
Mid-Game	Ger	Eng
End-Game	Rus	Ger

Country: ITALY (Eastern Attack)

<u>Game Stage</u>	<u>Allies</u>	<u>Enemies</u>
Initial	Aus, Rus	Tur
Mid-Game	Rus	Aus
End-Game	Ger	Rus

#### EDGE POWERS:

Country: FRANCE

<u>Game Stage</u>	<u>Allies</u>	<u>Enemies</u>
Initial	Ger, Rus	Eng
Mid-Game	Rus	Ger, Ita
End-Game	Tur	Rus

Country: RUSSIA

<u>Game Stage</u>	<u>Allies</u>	<u>Enemies</u>
Initial	Ita, Aus, Ger and Fra	Eng, Tur
Mid-Game	Fra, Ita	Aus, Ger
End-Game	Fra	Ita

As you can see from the above chart, it is in the interest of each interior and edge power to begin his attack against a corner power (England or Turkey). For Russia it is often possible to attack both England and Turkey at the start of the game. For the interior powers it is usually necessary to first destroy a corner power, then an edge power, and finally another interior power to win.

Although the chart, im my opinion, shows generally the easiest and quickest way to win, it is not the only way to win. Personalities will always influence alliance structures and therefore a player should be flexible enough to change his plans with the changing conditions. And if you get an interior or edge country in your next game, remember Buchanan's Law: "In Diplomacy, the equality of the countries is directly proportional to the quality of play."

#### RESULTS OF IMPASSABLE POLL #2

Only 22 players returned their answers to the two mandatory questions. Thus, the poll has not been completed. I will give one more issue's deadline for the rest of you to hand in your answers (questions on back page of #9 of Impassable). The question on black propaganda is a dead tie at 11-11, and the question on limits was approved 14-8. What bothers me is the close score for the black propaganda issue. It is too evenly split down the middle. The results will determine whether a change in house rules will be necessary. The second question is not that important as I only wanted affirmation of the power to edit and shorten the propaganda. Already, I left out some of the propaganda in this issue, and will limit it more per game in the future. The games took up only seven pages this time, and that is not too bad, but we will sooner or later have two more games, plus propaganda from the one started in this issue. So, I may have to curtail a bit more in the future. Meanwhile, if you haven't get your answers in!

Never advise anyone to go to war or to marry. --Spanish proverb

# THE ARENA POLL OF PLAYERS' ATTITUDES TOWARDS VICTORY AND FINISHING

Please answer the following questions by circling your answers and returning this questionnaire to Edi Birsan, 48-20 39th St., Long Island City, NY 11104.

## I. RANK THE MOST DESIRABLE RESULTS FROM 1 (MOST DESIRABLE) TO 13 (LEAST DESIRABLE)

Win	<u>      </u>	Two way draw	<u>      </u>	COMMENTS:
Second	<u>      </u>	Three way tie	<u>      </u>	
Third	<u>      </u>	Four way tie	<u>      </u>	
Fourth	<u>      </u>	Five way tie	<u>      </u>	
Fifth	<u>      </u>	Six way tie	<u>      </u>	
Sixth	<u>      </u>	Seven way tie	<u>      </u>	
Seventh	<u>      </u>			

## II. CIRCLE YOUR FEELING ABOUT EACH STATEMENT

1. If I cannot win a game then the best thing to do is to try to stop the front runner by stalemating the game.
  - a. Agree strongly
  - b. Agree somewhat
  - c. Disagree somewhat
  - d. Disagree strongly
  
2. I will not turn on an ally even if it looks as if he is going to win and I am going to finish second.
  - a. Agree strongly
  - b. Agree somewhat
  - c. Disagree somewhat
  - d. Disagree strongly
  
3. I will not stab an ally even if it looks as if he is going to win and I am going to finish third.
  - a. Agree strongly
  - b. Agree somewhat
  - c. Disagree somewhat
  - d. Disagree strongly
  
4. Once a player has attacked me in a game I will not ally with him in that game, even if it means letting another player win.
  - a. Agree strongly
  - b. Agree somewhat
  - c. Disagree somewhat
  - d. Disagree strongly
  
5. Most players will try to finish as strongly as possible in a game even giving up the chance for a stalemated game if it means they can finish second.
  - a. Agree strongly
  - b. Agree somewhat
  - c. Disagree somewhat
  - d. Disagree strongly
  
6. The distance between finishing second and finishing third is the same as finishing fourth and finishing fifth.
  - a. Agree strongly
  - b. Agree somewhat
  - c. Disagree somewhat
  - d. Disagree strongly

## III.

Age in years 12-15/16-17/18-20/21-25/26-30/31-40/41-50/over 50

Years in postal Diplomacy: less than 1/1-2/3-4/5-6/7 and over

Number of games completed postally: 0/1-5/6-10/11-15/16-20/21-30/over 30

COMMENTS:

Deadline for returning your questionnaire is October 7, 1972--so hurry! Edi wants to have 100 replies to work with!

IMPASSABLE

MORE DIPPI NEWS AND CONTENTS  
FROM YOUR POOR AND MAD EDITOR

First of all, I want to point out that a postponement has been made of Conrad's and Daniel's Walk for Mankind to October 7, 1972. This means that you can still pledge for these worthwhile endeavors. Write to them and let them know you're sponsoring them, and also write to Payton Turpin and let him know of your pledges. Use the address in the mailing list as Payton's address on page 14 is no longer any good.

One result from all the articles by Len Lakofka on gamesmastering, etc. has been a new look on my present postal procedures. As a consequence, I will no longer accept late orders unless they have been postmarked far enough in advance of the deadline. I haven't formulated the distance/time rate, but I will have that when I compile enough statistics. Speaking of postal statistics, Len Lakofka sent me his statistics on the post office, and believe me--it is shocking! I will try to put it in the next issue. The big conclusion you can draw from his statistics is that you just can't trust the post office to be regular. For example, one of my own players mailed two letters from California on the same day, but one was plain airmail (11¢) while the other was Airmail Special Delivery (71¢). Both letters arrived here in Carlisle on the same day! Moral? Don't waste money on the post office.

This is being printed on that 16 lb. white paper I was telling you about. Now you can see for yourself how much see-through there is. By using this paper, I can have 16 pages in an one ounce mailing. This is not to

mention a possible 32 page zine in a two ounce mailing (I couldn't imagine myself putting out a 32 page zine--I'd go crazy!), but forget that I said that!

Rather than have another poll with a question on the 16 lb. paper, I will just be open to any comments (for print?) about the paper, and maybe use it once in awhile. Later, I will have another full poll, but not until everyone has answered the one on black propaganda and limits.

I am becoming more efficient in cutting the time it takes to put out Impassable, and I think that a Friday deadline will work out pretty good for the time being. While we are on deadlines, I'd like to hear what you players feel about keeping the present pace through the Christmas-New Year holidays? If we stick to the current schedule, we will have issues on December 15 and January 5th. Those would be the deadlines. Let me know (for print?) your comments on that subject.

Sometime in the future, I will present more policies regarding orders by mail and by phone, but I haven't yet given much thought to them. Just try to be prompt and don't wait until the last minute to mail your orders. Surprisingly, only a few people have asked me to phone them incase they should miss sending their orders. On the other hand, many people have spent 71¢ for airmail special delivery! Well, it's up to you as to how you want to spend your money.

I have a real tough puzzle for next issue and will probably include an easier one for those who couldn't solve the tough one. I have received a few complaints about the puzzles being too hard, but then, that's life. Until nextish, peace!

IMPASSABLE  
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Richard Vedder  
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What government is the best? That which teaches us to govern ourselves.

--Goethe

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